

Date	Information						
4/15	Created Property class, trouble fitting all corner cases in						
4/17	Changed Property class to abstract, created inheritance for corner cases						
4/19	Moved from ArrayList to HashMap for price collection for easier workflow						
4/19	Added getters and setters to Property class						
4/19	Added ArrayList to hold all installments in Building class						
4/19	Created method to add installments, compute rent, getters specific to Building class (houses, hotels)						
4/20	Created all other Property subclasses and associated methods						
4/22	Created a ChestCard class to represent both ChanceCard and CommunityCard, but realized they had separate decks that were both static						
4/23	Created ChanceCard and CommunityCard classes and associated methods						
4/24	Created Player class, lots of issues tying it to the bank						
4/25	Created PropertyTransaction class and was able to tie it to the bank, should make Player class easier to write						
4/27	Finished Player class, heavy reliance on Bank						
4/30	Tried to make Bank a true central class by removing circular dependencies in attempt to make debugging easier, but I could not find a way to do this successfully						
5/1	Completed methods in Bank class						
5/3	Created a text interface to monopoly, which was easier than I thought, and debugged most features, but the game sometimes crashes for unknown reasons, will look at this again						
5/4	Added player frames to the Bank class						
5/4	Added decision frames to Bank class						
5/6	Removed Board class and moved information to Bank						
5/7	Removed decision frames and switched to using JDialog boxes in PlayerGUI						
5/7	Implemented waiting to wait for decision to be made before fetching input						
5/7	Added PlayerGUI to Monopoly for initial decision making						
5/7	Moved sell functionality to JDialog						
5/8	Keep properties and owned properties sorted						
5/9	Complete all decision making GUI						
5/11	Created BoardGUI to contain board and player status						
5/12	Ordered properties lists in Player to go by position order, modified insertion to match order						
5/13	Added ComputerPlayer and added logic to make move type decision						
5/14	Finished ComputerPlayer to make all decisions in the game						
5/14	Added auctioning						
5/21	Made ComputerPlayer sendRequest response fully functioning with random decision making due to time constraints						
5/23	Debugged rent calculation to account for cases when the ArrayList of installments is empty and sometimes returns an error						
5/24	Debugged to allow ComputerPlayer to fully bypass GUI inputs						
5/25	Tried to get BoardGUI to update after every change, but the structure did not allow for it, and it kept on breaking for unknown reasons						
5/27	Created an option to add the ComputerPlayer through the main screen instead of only being able to do it programmatically						
5/27	Realized that the program does not successfully run in Eclipse. Need to use <code>javac *.java -Xlint:unchecked; java Monopoly</code>						